

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

- 1 1. (previously presented) A method of tracking players at a gaming table
2 that includes a plurality of player positions, the method comprising: receiving a card from a
3 player at one of the player positions;
4 reading player information from the card with a card reader;
5 depicting the player positions of the gaming table on a display;
6 associating a respective player position of the player on the display with the card
7 by touching the respective player position depicted on the display, the respective player position
8 being a position at which the player is located at the gaming table; and
9 determining a regulatory function that is required based on regulatory compliance
10 rules for the player.
- 1 2. (original) The method of claim 1, wherein the regulatory function
2 comprises a currency buy-in regulation.
- 1 3. (original) The method of claim 2, wherein determining the regulatory
2 function comprises:
3 tracking a currency buy-in amount for the player; and
4 storing the currency buy-in amount.
- 1 4. (original) The method of claim 1, wherein the regulatory function
2 comprises a currency transaction threshold regulation
- 1 5. (original) The method of claim 4, further comprising receiving a
2 designation of a currency transaction threshold.

1 6. (original) The method of claim 5, wherein the currency transaction
2 threshold comprises a currency transaction threshold for a single transaction or a currency
3 transaction threshold for one or more transactions in a time period.

1 7. (original) The method of claim 5, further comprising communicating an
2 alert if the currency transaction threshold is reached by the player.

1 8. (original) The method of claim 7, further comprising receiving a reply for
2 the communicated alert from the player.

1 9. (original) The method of claim 8, wherein the reply includes information
2 for the player.

1 10. (previously presented) The method of claim 8, wherein the reply includes
2 an acknowledgment from the player that the alert has been communicated to the player.

1 11. (canceled)

1 12. (canceled)

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1 21. (canceled)

1 22. (canceled)

1 23. (original) A system for tracking play on a gaming table that includes a
2 plurality of player positions, the system comprising:
3 a computer database;
4 a card reader, the card reader being coupled to the computer database with a
5 communication channel; and
6 a display monitor, the display monitor being coupled to the computer database
7 with the communication channel, the display monitor being configured to depict player positions
8 where players are physically positioned at the table, wherein the display monitor comprises a
9 touchscreen for associating a card of a player being read by the card reader with a respective
10 player position of the player at the table upon a touching of the respective player position
11 depicted on the touchscreen, the respective player position depicted by the display monitor
12 indicating the player associated with the card read by the card reader; and
13 a regulatory module configured to perform a regulatory function for the player
14 that is associated with the card based on regulatory compliance rules.

1 24. (original) The system of claim 23, wherein the regulatory function
2 comprises a currency buy-in regulation.

1 25. (original) The system of claim 24, wherein the regulatory module is
2 configured to:
3 track a currency buy-in amount for the player; and
4 store the currency buy-in amount.

1 26. (original) The system of claim 23, wherein the regulatory function
2 comprises currency transaction threshold regulation.

1 27. (original) The system of claim 26, wherein the regulatory module is
2 configured to receive a designation of a currency transaction threshold.

1 28. (original) The system of claim 26, wherein the currency transaction
2 threshold comprises a currency transaction threshold for a single transaction or a currency
3 transaction threshold for one or more transactions in a time period.

1 29. (original) The system of claim 26, wherein the regulatory module is
2 configured to communicate an alert if the currency transaction threshold is reached by the player.

1 30. (original) The system of claim 29, wherein the regulatory module is
2 configured to receive a reply for the communicated alert from the player.

1 31. (original) The system of claim 30, wherein the reply includes information
2 for the player.

1 32. (original) The system of claim 31, wherein the reply includes an
2 acknowledgment from the player that the alert has been communicated to the player.

1 33. (canceled)

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1 43. (canceled)

1 44. (canceled)

1 45. (previously presented) The method of claim 1, further comprising
2 displaying information for the regulatory function at the respective player position of the player
3 depicted on the display.

1 46. (currently amended) The system of claim 23, wherein the display monitor
2 is configured to display information for the regulatory function at the respective player position
3 of the player depicted on the touchscreen.

1 47. (previously presented) A method of tracking players at a gaming table
2 that includes a plurality of player positions, the method comprising:
3 receiving a card from a player at one of the player positions;
4 reading player information from the card with a card reader;
5 depicting the player positions of the gaming table on a display;
6 associating a respective player position of the player on the display with the card
7 by touching the respective player position depicted on the display at which the player is located
8 at the gaming table;
9 determining a regulatory function that is required based on regulatory compliance
10 rules for the player in response to the touching of the respective player position depicted on the
11 display.

- 1 48. (previously presented) The method of claim 47, further comprising
- 2 displaying information for the regulatory function at the respective player position of the player
- 3 depicted on the display.